

Number 15

BLOOD AND IRON

Feb. 9, 1973

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Blood and Iron is devoted to multi-player wargames, especially Diplomacy variants. Subscription \$8.1, sample issue 15¢ from the editor-publisher, Lewis Pulsipher, 329 Twin Towers, Albion, Michigan 49224. BI is affiliated with the Michigan Organized Wargamers and games are guaranteed by that organization. This is Orion Press #37.  
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1776

Designer: Richard Vedder. Rules for draft 5.

1. 1776 is an attempt to recreate the world of the American Revolution. The 1971 Rules of Diplomacy apply except for the following.

2. There are 5 regular players: BRITAIN, AMERICA, FRANCE, IROQUOIS, and CREEK. SPAIN may be added as a sixth, optional player (see Rule #3). Starting positions are as follows: BRITAIN: DA Montreal, DA Boston, DF Halifax, DF St. Augustine, A Quebec, A New Bern, A Cowpens; AMERICA: DA New York, A Philadelphia, A Albany, A Fort Pitt, A Boonesborough, A Williamsburg, DA Charles Town; FRANCE: DA/DF Gulf of Saint Lawrence; CREEK: W Creek, W Chickasaw, W Chocktaw; IROQUOIS: W Oneida, W Cayuga, W Seneca (W, War Party, equals A). Totals are 7,7,2,3,3. Double units are twice regular unit strength. Game begins 1775S.

3. If desired, a sixth player, SPAIN, may be added. SPAIN has no units at game start, and may build only on centers which are either ceded (not loaned) to him, or which he himself captures. For leverage, the SPANISH player has the right to grant up to 6 loans to other players, although he may not himself use them for builds. The SPANISH player wins by (1) doing so in conjunction with any other player, and by (2) owning 12 supply centers of any type. No centers east of the Proclamation Line of 1763 may be ceded to SPAIN, although they may of course be loaned to him, or conquered outright.

4. For the regular 5 players, the victory criteria are varied, but joint wins among the 5 are not possible. ((Ed. note: obviously two players can reach their separate criteria at the same time; presumably the player with more centers wins in this case)) BRITAIN and AMERICA must own a majority of the 64 total centers (i.e., 33), of which 5 must be cities. FRANCE must own 1/3 (21) of all the centers, of which 2 must be cities. The IROQUOIS and CREEK must own 15 of the Indian tribes, and 5 regular centers. Indians may not capture or be loaned cities.

5. Cities are double supply centers, and non-Indian double units may be built only there; yet the cities do not provide double defense. Regular non-Indian units may be built on any center. Indian units may be built only on the Indian tribes. Indian tribes may count as centers for non-Indian players' builds, but not vice versa. Indians may not build fleets.

6. The Indians may choose at any time to devastate (symbolized by "X") any or all non-Indian centers which they might control at any time. Such devastations do not require the physical presence of an Indian unit in the centers for them to be carried out, and may be made contingent upon retreats. Such centers may be restored to their former usefulness only after they have been conquered and physically held by a non-Indian unit for 2 campaign seasons. This restoration time is not affected if the center is captured by one

non-Indian player who then in turn loses it to a second non-Indian player. If the center is lost to an Indian player before the restoration period is completed, however, the process is assumed to be disrupted and must be started all anew if the center is ever recaptured by a non-Indian unit. Only non-Indian players may restore devastated centers.

7. Once any North American center has fallen to the FRENCH, a general Canadian rebellion is assumed in the Winter of the same year ("any" also means "the first"). The FRENCH player is thus able to make builds of his choice on any of the following centers not already owned by other players: St. Castin, Beaubassin, Louisburg, Tadoussac, Trois-Rivieres, Quebec, Montreal, and Frontenac.

8. LIMITS ON DOUBLE BUILDS. There may be no more than 8 BRI, 7 AMR, 5 FRE, 3 SPA, and 2 IRO/CRE Double Units on the board at any one time. The support of a Double Unit is cut only in  $\frac{1}{2}$  if attacked by a regular unit. Attacks by two regular units, or by one supported by a second, are necessary to cut full support.

9. Regular players may make loans of supplies from up to 3 centers each as a type of foreign aid. The recipient in no way assumes control over such loaned centers, and this aid may be terminated at any time with or without prior notice. The recipient has until the end of the then current game year to secure other means of support if he is so deprived of aid. If units must still be removed, they need not be the same units originally granted the loans (if so specified). One player may not make his loans contingent upon the loans (or lack of them) by other players, nor upon changes in supply center totals due to retreats, nor upon retreats into home centers which would prevent builds which otherwise could have been made. Loans remain in force until they are specifically recalled, or until the centers which are to furnish aid are captured by a third player. Please note that because of technological differences, Indians may not use regular centers for builds. They may, however, loan them to non-Indian players. Recipients of loaned centers may not in turn loan them to a third player. Non-Indian players may loan to anyone both regular and Indian tribal centers, and cities.

10. Bodies of water which can be crossed directly by any unit are marked thusly: .

11. The FRENCH DA/DF at game start is the first of two such units in the game. No other player may have such a combination. These special units are supported by supplies from FRANCE and the West Indies, and are hence "free" units. As noted above, the first DA/DF appears in 1775 game start, and the second is placed during 1777W in any of the following zones: Gulf of Mexico, Florida Keys, Sea of the Bahamas, Middle Atlantic, North Atlantic, or Gulf of St. Lawrence. The DF must disembark its DA either in the Spring or Fall turn of 1775/1778, or else the entire force is removed from the board, and may not appear again before the completion of another year (i.e., if the 1775 DA/DF was repulsed in that year, the earliest it could reappear in any of the outer sea zones would be 1776W, and similarly for the 1778 DA/DF.). Tactical rules are:

- a) The DF may first disembark its DA and then move an additional space, or vice versa, all in the same turn. This is the only time such movement is allowed in the game.
- b) The DF may give up its option in (a) and instead support the landing attempt of its DA.
- c) As long as the DA/DF remains in being, the entire force's

movement is restricted to sea zones.

- d) The combat strength of a DA/DF is not 4 times that of a regular unit, but rather only 2 times regular strength.
- e) If the DA/DF is forced to retreat, it is assumed to be destroyed, and is removed from the board.
- g) All other convoys are conducted in regular Diplomacy fashion, and regular fleets may convoy Double Armies.

12. The first three letters in the name of each space are to be used as for abbreviations purposes, unless otherwise specified.

13. Comments and criticisms are invited by the designer, who may be reached during the 1972/73 school year at: 1450 North Cherry Ave, Tucson, Arizone, 85719, and otherwise at: 11940 Adorno Place, San Diego, Calif. 92128.

The board, laboriously traced by Ye Olde Edde, was printed courtesy of the Albion College History Department. There are a few abbreviations: Ori=Oriskany, FtS=Ft Stanwix. I used asterisks for Indian centers rather than a long house symbol. On one sheet I neglected to use dotted lines for sea borders, but names should make it clear. Also note that NAT and GSL are connected, although this was left off the map.

There is a game of 1776 open in the Tangelo Express, Richard Hui, 4720 Cloyne Apt. #2, Oxnard, Calif. 93030. I picked this info out of someone else's 'zine and can't find it now, so I don't know what the game fee is.

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Miller Numbers (complete player listing delayed due to lack of space)  
72AKdk, Slobbovia, James Ritchie. 73Bdj, Staples Variant, Dave Staples  
73CcZ, Atlantica, Mark Weidmark. 73Ddl, Scottice Scripti III, John Boyer,  
73Et, Middle Earth IV, Chic Hilliker.

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72.23h

USA (Eynon), FRA (McHoull), BRI (Caton), and RUS (Van De Graaf), no attacks. GER (Roseman) attacks US and FRA in Als at 2-1, X. GER places control in Als. BRI places Understandings in Russia and Czechoslovakia. FRA places Understanding in Germany. Deadline for 1938 Placements is March 2 at noon at Albion.

73Adi, Spring 1901

Bel-StP-Vie (Sleight) F Bel-Nth, A StP-Nwy, A Vie-Bud  
Bre-Con-Swe (Jordan) F Bre-Eng, A Con-Smy, F Swe-Nwy

Den-Par-Sev (Wood) F Den(H), A Sev-Mos, A Par-Bur

Edi-Gre-Ven (Eynon) F Edi (S) F Bel-Nth, A Gre-Ser, A Ven-Tri

Hol-Liv-Tri (Hull) F Hol (S) F Bel-Nth, A Liv-Edi, A Tri-Ven

Kie-Smy-Spa (Schwass?) F Spa sc, A Smy, A Kie (H)

Mun-Por-Rom (Keller) A Rom-Nap, A Mun-Tyr, F Por-Mid

PRESS: EUROPE, Jan. 3, 1901: It has been noticed that a strange band of Soldiers of Fortune, calling themselves the Michigan Coalition, have recently entered the continent. It seems they are here on a mission of rape and destruction. This gaggle of Philistines must be overcome if the free world ever hopes to see peace restored.

Anyone not already in the game who wishes to submit orders for Schwass' country may do so. I am also looking for volunteers for the standby list. I don't expect another miss since a resigning player must submit moves for his last game season in BI, and MOW member dropouts have unfortunate things happen to them. Deadline for Fall 1901 is March 2 at Albion.

In 73Adi players may name their countries, though I prefer to use the center listing in move reports. Players should give the name of the player whose unit they are supporting.

1972.9h 1940 Placements

USA (Campion) 10-Rom, 10-Pol, 10-Bri (18 coming from home, 12 char)  
FRA (Hendry) 5-Ita, 5-Rus, 2-Bri, 1-Ger, 2-Pol, 1-Rom (2 from home)

BRI (Caton) 4-Pol, 5-Ita, 9-Ger

RUS (Eynon) 4-Rom, 12-Fra, 4-Pol (4 from home)

GER (Birsan) 8-Bri, 6-Rom, 8-Rus, 14-Ita, 8-Fra, 4-Pol (16 from home)

The 1-1 attack in Poland by Russia on Britain last turn was an error by the GM. Britain has an Understanding with Russia. Players were notified.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA					10				17		10		
FRA	C				U+2			U+4	5	U+2		U+1	5
BRI								U	9	5	5		
RUS				C	U+2			12	U+4		5		U+9 U+3
GER		C	8	C	8			14	18	C	10	20	8

Attacks on this last turn are due March 2 at Albion. With your attack please let me know whether you want your \$1 position deposit 1) refunded 2) applied to your sub 3) applied to another game.

Game openings: Anonymity III needs three more players. Rules, such as there are, will be in next issue. 4000AD has enough players interested that it should begin in BI 17. BI 16 will include a page or two concerning rules and procedures. I am thinking of setting a time limit to the game. The game deposit will probably be \$2-3.

The Tangelo Express game fee is a \$2 position deposit and a sub to the 'zine (\$7/\$1 first class, 6/\$1 air mail). By the way, TE 4 includes a very instructive editorial concerning the SICL and Russell Powell. I am a player in the SICL Dippy tourny (which, by the way, finally went one game year less than promised, with extremely annoying results from my point of view), and am still having problems with Powell. You should see the letter I got from Powell the other day, Rick. I'm beginning to think he's cracking under the pressure.

Lewis Pulsipher  
329 Twin Towers  
Albion, Michigan 49224

FIRST CLASS

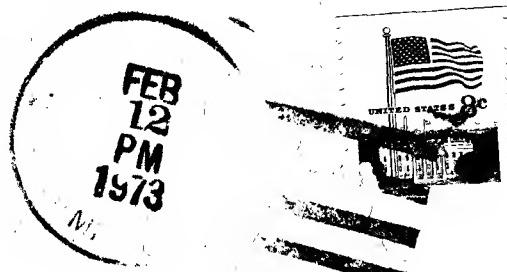
FIRST CLASS

RICHARD HULL

4720 CLOYNE APT#2

OXNARD, CALIF. 93030

Return Requested.





1776 BY RICHARD VEDDER  
DRAFT #5

\* PROCLAMATION LINE OF 1763

- ◎ CITIES (COUNT AS DOUBLE CENTERS)
- ◎ REGULAR CENTERS
- \* INDIAN CENTERS

